

Positive online behavior

Ages 14–16



THE CYBERSMILE FOUNDATION

Positive online behavior

OBJECTIVE

To learn how the internet can be used positively.

OUTCOME

To be aware of the effect that positive online behavior can have on you and others.



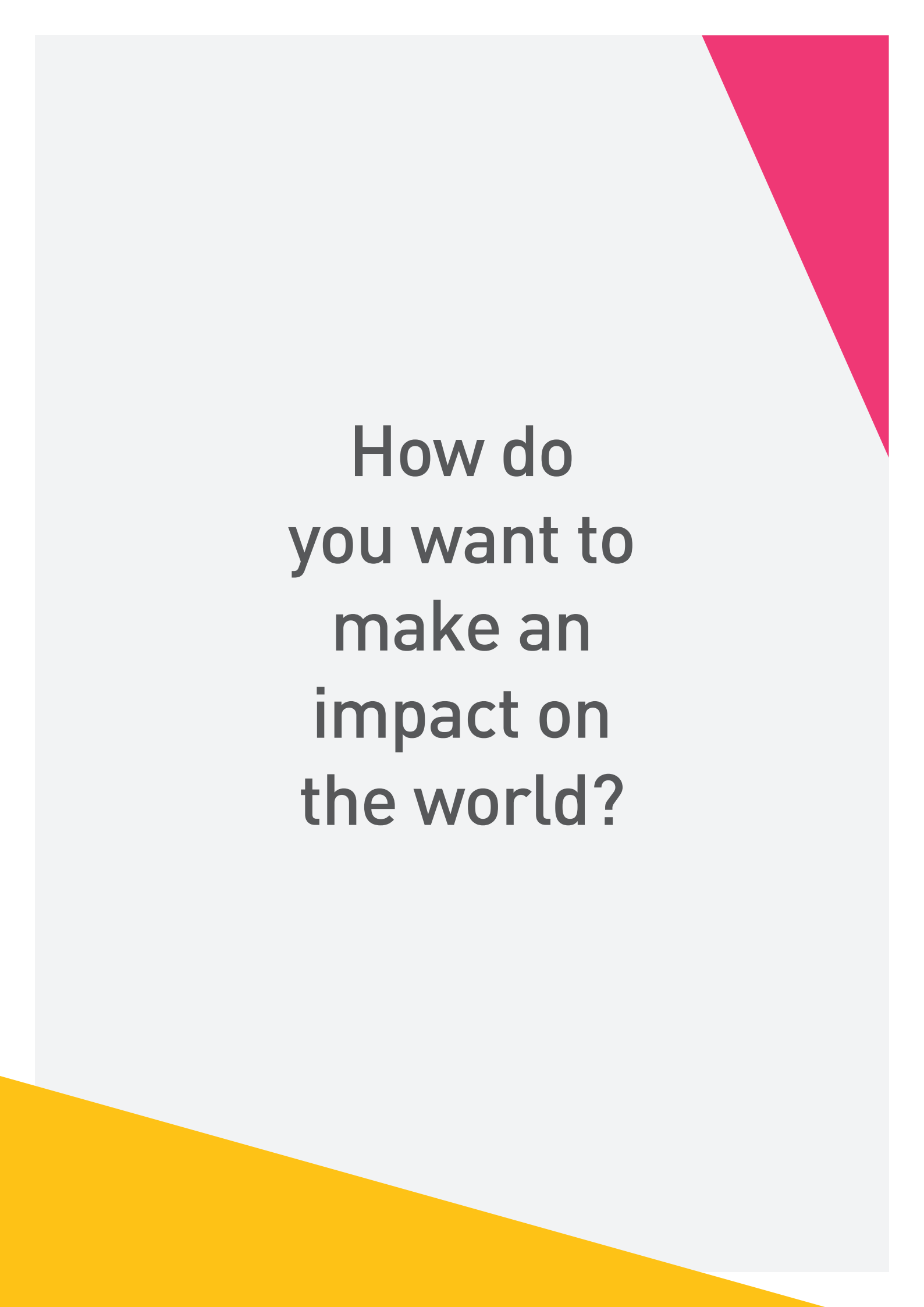
Stephen Sutton



Balpreet Kaur



Superwoman



**How do
you want to
make an
impact on
the world?**

15-20 MINS

14-16 YRS

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MATERIALS

A copy of the pictures below (you can use the accompanying slides), each person requires access to the internet.

INSTRUCTIONS

1. Introduce the exercise to the class, and present the objective and outcome.
2. Present the following pictures to the students using the accompanying slides:



3. Ask everybody to spend about 10-15 minutes searching for the people above to see how each of them have used the internet for a positive cause and the effect this has had on others and the world. They can type their findings into a Word document.
4. Encourage the class to discuss the information they have found.
5. End the exercise by explaining to everybody that the internet can be used for doing positive activities, which are more likely to have a positive effect on them and the people who view their online behavior compared with doing negative activities.

EVALUATION

- Ask each student to say how they would like to use the internet and what they want their behavior to do for others.

NOTES

- Students can work in pairs or small groups if there are not enough computers available for everyone.